

EAST Search History

| Ref # | Hits | Search Query | DBs | Default Operator | Plurals | Time Stamp |
|-------|------|---|----------|------------------|---------|---------------------|
| L1 | 1 | sensible same functional same virtual same object | US-PGPUB | OR | OFF | 2008/03/26 15:14 |
| L2 | 648 | scene same virtual same object | US-PGPUB | OR | OFF | 2008/03/26 15:15 |
| L4 | 1 | scene same virtual same object same encapsulated | US-PGPUB | OR | OFF | 2008/03/26 15:15 |
| L5 | 5 | scene same virtual same object same split | US-PGPUB | OR | OFF | 2008/03/26 15:19 |
| S1 | 1 | video near game and split near object | USPAT | OR | OFF | 2008/03/26 12:57 |
| S2 | 1 | video near game and split\$4 near object | USPAT | OR | OFF | 2008/03/26 12:58 |
| S3 | 25 | game and split\$4 near object | USPAT | OR | OFF | 2008/03/26 12:58 |
| S4 | 118 | game and divid\$4 near object | USPAT | OR | OFF | 2008/03/26 13:03 |
| S5 | 6 | game and divid\$4 near object same server | USPAT | OR | OFF | 2008/03/26 13:03 |
| S8 | 5 | game and divid\$4 near object same server same client | USPAT | OR | OFF | 2008/03/26 13:11 |

3/ 26/ 2008 3:31:27 PM

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last.wsp